

GAME BOY®

ADVANCED

DEXTER'S LABORATORY

AGB-ADLE-USA

INSTRUCTION BOOKLET

CARTOON
NETWORK

bam!

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

! WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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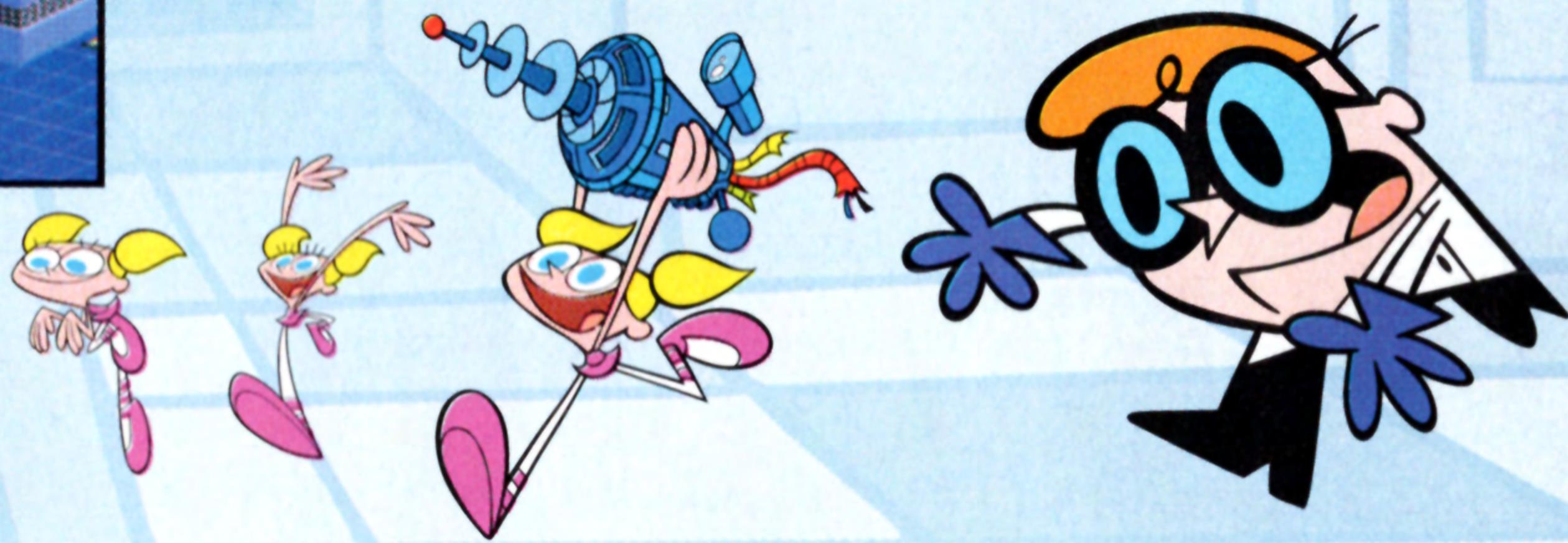
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Save Dexter's Laboratory™

Yet another fine day for Science! Dexter has spent hours of his precious genius time creating the ultimate cloning machine – 'The Clone-a-matic'. This beautiful machine is the answer to all his problems. Now he can spread his amazing brain power throughout the lab in the form of dozens of Dexters. Then, HORROR, Dee Dee enters the lab and sees our hero's machine. Before Dexter can so much as tighten a bolt, she's bounded into the Clone-a-matic and pressed the shiny start button...zap!

Dozens of mischievous little Dee Dees are now running amok in Dexter's Laboratory, disrupting his work, tampering with his equipment, hiding his tools and messing with his life's work. Even Computer has turned against him! Oh the trauma!

Disaster is just over the horizon. Dexter needs you to help restore order to his beloved laboratory. Collect the Dee Dees, fix machines, figure out puzzles and eventually, if you're good enough, put Dee Dee back together, all before Mom calls for dinner!



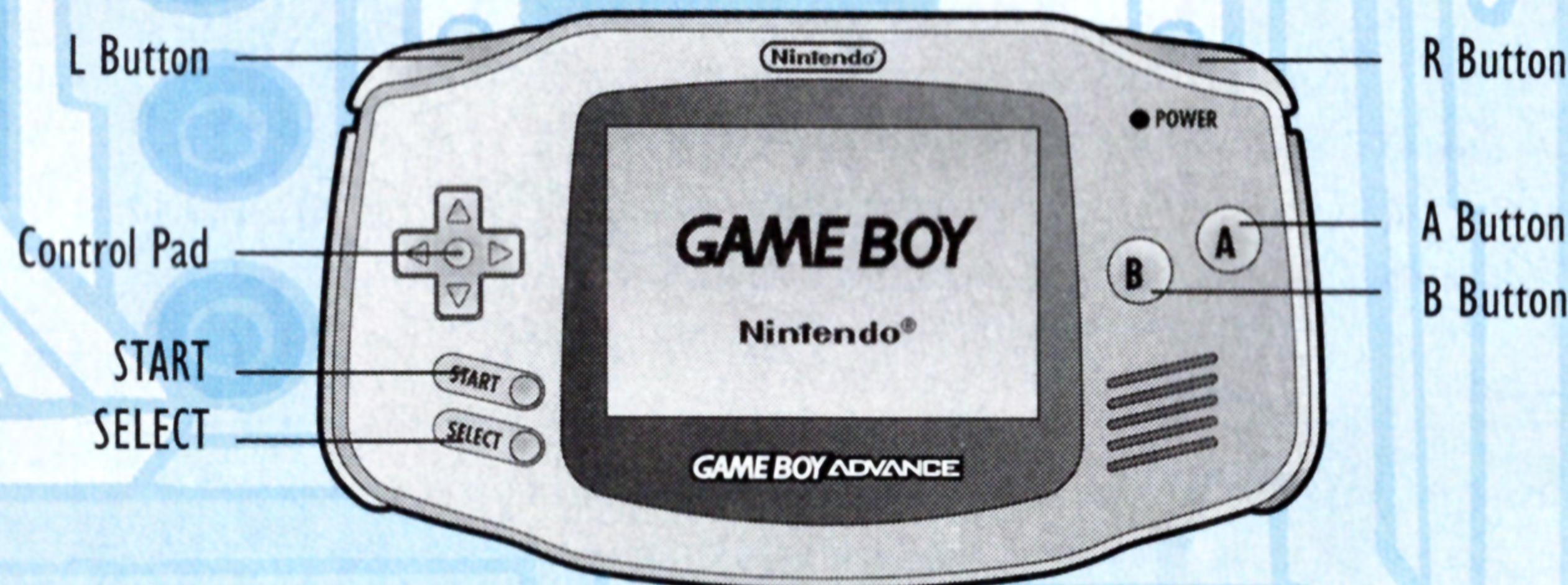
Game Boy® Advance

- 1 Turn the power switch OFF on your Nintendo Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2 Insert the “Dexter’s Laboratory™ Deesaster Strikes” Game Pak into the slot on the Game Boy® Advance. Press firmly to lock the Game Pak into place.
- 3 Turn the power switch ON. The Nintendo logo should appear. If you don’t see it, begin again at step 1.
- 4 When the title screen appears, press START to begin the game.

Precautions:

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy® Advance.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods of time.

Basic Controls (Default Control Method)



START

SELECT

Control Pad

A Button

B Button

R Button

L Button

Pause / Display the Inventory Screen

Display Level map

Walk / Enter or exit doors / Highlight options

Jump

Action

Punch

Scroll through inventory

Starting Up

START

Control Pad

A Button

Start Game / Skip story

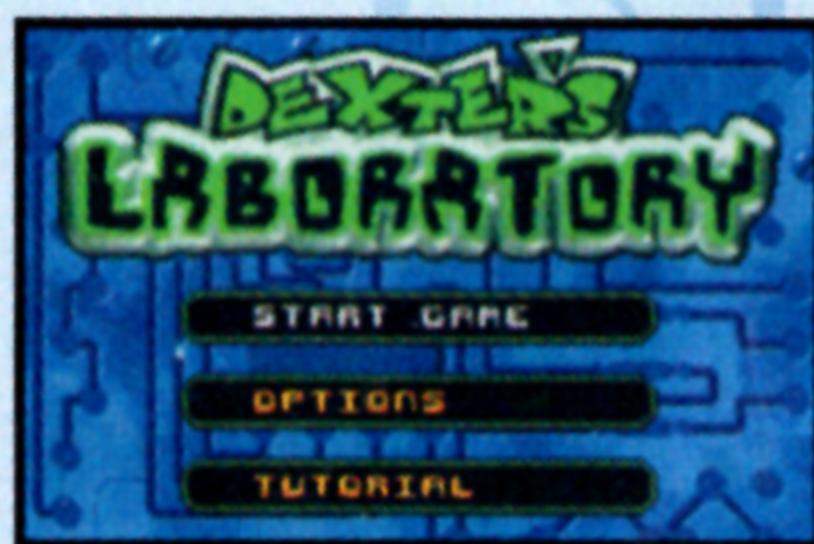
Highlight option

Accept option

Getting Started

To select language use the control pad to scroll through the flags and press SELECT to accept.

Main Menu

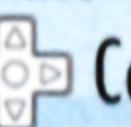


Press the Control Pad **▲** or **▼** to choose between these three options:

1. START GAME
2. OPTIONS
3. TUTORIAL

START GAME

Here you can Start a NEW GAME or RESUME a previously Saved Game.

First time user: Register your name by using the cursor to choose an empty save slot, indicated by the word 'empty'. Enter each letter in your name using the  Control Pad to select the letter and then press the A button to register it. Once you have entered your name select the  symbol. If you have already registered your name, use the Control Pad to select the game you wish to resume.

Load Game:

You can save up to four different games. Select this option to load a game you have already saved.

OPTIONS



MUSIC

Turn the in-game music On or Off.

SOUND FX

Turn the in-game sound effects On or Off.

START TRIES

Select the number of 'tries' you have at the Start of the game. (3,4, or 5).

BRIGHTNESS

Increase or decrease the brightness of your Game Boy® Advance screen.

BUTTON CONFIGURATION

Select your preferred Control Method.

CREDITS

View the credits.

RESTORE DEFAULTS

Resets all Options settings to default.

NOTE — on the OPTIONS screen press A BUTTON to Accept/Change an option. Press B BUTTON to go back to the Main Menu.

TUTORIAL

Play a 'training' Level of 'Deesaster Strikes' to get used to the controls, learn how to jump, capture Dee Dees, fix machines, etc.

Playing the Game

Your goal is to progress through Dexter's Laboratory catching the mini Dee Dees, fixing machines and defeating enemies. To progress through the lab you will need to operate machines that activate bridges, disable force fields and open up pathways. You will also need to repair broken machines with assorted tools. Broken machines are easy to spot: they give off sparks! To catch the mini Dee Dees, you need to operate the Grabber Arm. Dee Dee will run away as soon as you try to catch her, so move fast.

To repair the machines you will need to find the tools that the little Dee Dees have hidden all over the lab. Standing close to a broken machine will display an icon of the tool required to fix that machine.

To find the tools, you will have to fight your way through waves of aggressive robots, carnivorous plants and strange aliens, or look inside barrels.

To defeat the enemies, you will need to jump on them, punch them, kick them or shoot them. See 'Moves' on page 13.

Collecting little Dee Dees

Your ultimate goal is to capture all the little Dee Dees scattered all around the lab.



When you spot one,



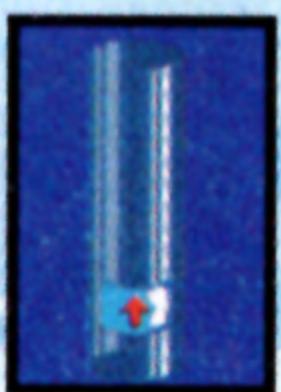
- Select the Grabber Arm in your inventory.
- Press the B BUTTON to activate the Grabber Arm.
- Use the Control Pad to move the Grabber Arm around.

(Note: When you are using the Grabber Arm, you cannot move Dexter until you release the B BUTTON.)

- When the Grabber Arm comes close enough to the little Dee Dee, it will grab her automatically.

Caution: If Dexter is hurt or attacked while carrying a Dee Dee, he will drop her and he will need to grab her again! Dexter cannot fix a machine when carrying a Dee Dee. To drop the Dee Dee, press the B BUTTON.

After Dexter has grabbed a little Dee Dee, he needs to find a Suction Tube. Suction Tubes are connected to the Holding Tank in the Hub where they will stay until Dexter has found all her clones.



Place Dexter under a Suction Tube and press the B BUTTON. This will release the little Dee Dee and she will be whisked to the Holding Tank! Congratulations ... only a few more to go!

Fixing Machines



Dexter will need to fix broken machines that will restore power to the “Re-combinator”. Broken machines are easy to spot: they give off sparks!

When Dexter is close enough to a broken machine, a little icon representing the tool(s) required to fix it will appear. If the tools are not present in the inventory, Dexter needs to look for them.

If those tools are present in the Inventory, Dexter can fix the machine. Simply select the tool(s) required in the Inventory with the L BUTTON and press the B BUTTON. Dexter will then use that tool on the machine.

A progress bar is displayed to show Dexter's progress. The machine is completely fixed when the progress bar has reached 100%. If Dexter is interrupted during his task, he will need to start all over again.

Collecting Tools



To fix the broken machines, Dexter will need to find the tools that the little Dee Dees have hidden. You will find the tools on the floor or inside certain barrels (jump on the barrels to break them open) or inside certain enemies (after they have been destroyed, they will leave the tool behind them).



To pick up a tool, just move Dexter over the tool and he will pick it up automatically. The tools collected by Dexter can be viewed in the Inventory Screen, or in the Status Bar (use the L BUTTON to scroll through the Inventory).

The Teleporters

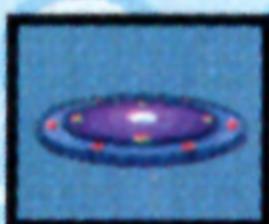


To move around the lab more quickly, Dexter can use the Teleporters. Just move Dexter over one of them, and he will automatically be taken to the exit side of the Teleporter.

There are two kinds of Teleporters:



The Hub Teleporters (black) that take Dexter back to the Hub.



The Level Teleporters (purple) that take Dexter to another area of that same Level. Level Teleporters work both ways and you can always use them to get back from where you came from.

NOTE - Anything that Dexter is carrying will be teleported with him (tools, weapons, even the little Dee Dees!) within the Level. However, if Dexter Teleports to another Level or to the Hub he will lose everything except the tools.

Moves

Dexter can fight the enemies with the following attack moves:

Jump

To jump, press the JUMP BUTTON.

This will stun the enemies and make it easier for Dexter to destroy them.

Dexter can also jump on barrels to destroy them and collect any item they may hide.

Punch

To punch, press the PUNCH BUTTON.

Most of the time, Dexter can destroy an enemy with 4 or 5 punches.

Some enemies are stronger than others and may require more punches.

Flying Kick

To perform a Flying Kick, press the JUMP BUTTON twice.

Flying kicks are more potent than punches.



Weapons

Dexter can also use weapons if he can find them!



The **Zap-a-tron**



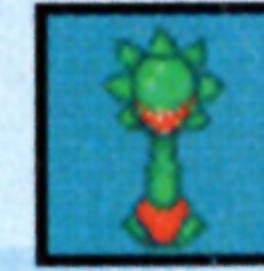
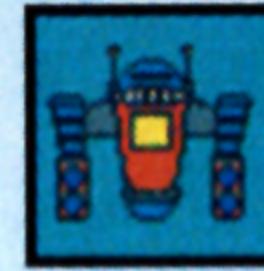
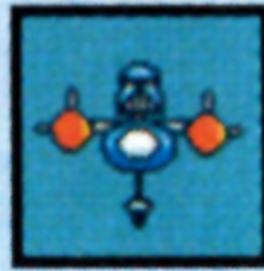
The **Splurgerator**

You will find the weapons in the same places as you will find tools.

To use the weapons, select them in the Inventory with the L BUTTON, use the Control Pad to move Dexter and aim, then press the B BUTTON to fire them.

Weapons have limited ammunition – check how much ammunition you have left next to the Health Bar.

Enemies



Most Levels have specific enemies. To destroy the enemies you can either:

- Use a weapon if Dexter is carrying one in the Inventory.
- Kick, punch or jump on their heads.

NOTE - Some attack methods won't work against certain enemies.

Health and Tries



Each time Dexter is attacked or hurt, he loses a little bit of Health. You can see how much Health Dexter has left on the Status Bar.

Status Bar

Tries

Dexter starts the game with three Tries. You can see the number of Tries left on the Status Bar and in the Inventory Screen. When Dexter loses all his Health, he also loses a Try. When he loses all Tries, the game is over.

Dexter can win more Tries and Health by picking up collectibles.

To pick up the collectibles, simply move Dexter over them, and he will pick them up automatically.



The cupcake pick-up will give Dexter more health.



The heart pick-up will give Dexter an extra Try.

Pause / Exit / Inventory Screen

You can pause the game at any time by pressing START. This will display a screen with information including the tools you have collected, the number of Dee Dees you have collected and other valuable information.

To go back to the game, select NO and press the A BUTTON.

To exit the game and go back to the Main Menu, select YES and press the A BUTTON. You will be given a chance to save your game.

Saving



It is highly recommended to save your progression as often as you can. If you don't, you will need to re-start from the last point where you saved!

Saving is quick and very easy:

- Return to the Hub.
- Go to the SAVE TERMINAL.
- Press the B BUTTON.
- A screen will be displayed, asking you to confirm that you want to save.
- Select YES to overwrite your existing saved game.

Dexter's Laboratory

The Hub



The Hub is one of the most important areas of Dexter's Laboratory. It contains all the important machines (Main Computer, Hub Teleporter and the Save Game Terminal). Dexter can use the Hub to access specific areas of the lab.

To access a specific Hall:

- Walk Dexter through a door to access a specific Hall. NOTE – When Dexter gets near to an entrance, a picture of Dee Dee with a number next to it is displayed. This number tells you how many Dee Dees you must have collected before you can enter the Hall. You can see how many Dee Dees you have currently collected by pressing START and viewing the Inventory Screen.

OR

- Walk Dexter over to the Main Computer and press the B BUTTON. The screen will display a map of all the Halls and Levels. The Levels already visited are in green, the ones that have not yet been visited are in red.
- Use the Control Pad to select a Level. Left and right to select a Hall, up and down to select a Level.
- Press the A BUTTON to confirm this selection.
- The map is closed and you are back in the Hub.
- Move Dexter over the Hub Teleporter. He will be taken to the Level you just selected.

To access the Hub:

Walk Dexter over a Hub Teleporter (there is at least one in each Hall).

The Areas in Dexter's Laboratory

1. Aviation Hanger
2. Greenhouse
3. Robotics Lab
4. Chemistry Lab
5. Lab of the Lost
6. Nuclear Power Station
7. Dexter's House
8. Space Port



Credits

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Bam! Entertainment warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bam! Entertainment will repair or replace the product at its option, free of charge.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering or by causes unrelated to the defective materials or workmanship.

To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below.

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